

Claims: Cancel all claims of record and substitute new claims 21 to 39 as follows:

21. [CHANGED] A computer system that executes a simulation model, comprising:
 - a. a plurality of model entities selected from the group consisting of instrument entities and outcome entities;
 - b. a code segment for displaying the values of selected model entities;
 - c. a code segment for presenting an in-context description of each outcome entity and the method used to compute said outcome entity's value, wherein a learner may use an interface control or clickable object for any outcome entity referenced or represented, at the locations at which it is referenced or represented, to thereby obtain said description;
 - d. a code segment for automatically presenting qualitative descriptions of one or more state changes in the simulation, based on specific occurrences in said simulation; and
 - e. a means for a learner to control a selected instrument entity, wherein each instrument entity excluded from learner control is controlled by a selected automated agent, wherein each automated agent is a pre-programmed algorithm that accesses the state of the simulation and strategically controls said instrument entity.
22. The computer system according to claim 21, wherein the learner controls the selected instrument entity by selecting values or by delegating the selection to an automated agent.

23. The computer system according to claim 21 wherein said code segment for presenting an in-context description of each outcome entity and the method used to compute said outcome entity's value provides a link to a description for another related model entity.
24. The computer system according to claim 21 wherein said code segment for presenting an in-context description of each outcome entity and the method used to compute said outcome entity's value provides algorithmic details in said description of the method of computation.
25. The computer system according to claim 21 wherein said code segment for presenting qualitative descriptions of one or more state changes in the simulation automatically prioritizes said descriptions and automatically discards descriptions that are less helpful to the learner.
26. [CHANGED] The computer system according to claim 21 wherein the simulation model is associated with a plurality of different problem scenarios, and a designer can allow the learner to control one set of instrument entities in one problem scenario and to control a different set of instrument entities in another problem scenario.
27. The computer system according to claim 26 wherein different sets of automated agents control the excluded instrument entities in different problem scenarios.
28. [CHANGED] The computer system according to claim 21 wherein the simulation model is associated with a plurality of different problem scenarios, and the designer assigns one set of automated agents to an instrument entity in one problem scenario and a different set of automated agents to the instrument entity in another problem scenario.

29. [CHANGED] The computer system according to claim 21, further comprising a development tool that a designer may use for defining model entities, properties, and simulation components.
30. The computer system according to claim 21 wherein the simulation model is a representation of an economic system.
31. The computer system according to claim 21 wherein the simulation model is a representation of an ecological system.
32. The computer system according to claim 21 wherein the simulation model is transmitted through a network.
33. The computer system according to claim 21 further comprising a graphical user interface for the learner to interact with the simulation.
34. [CHANGED] A method for providing a learning experience comprising:
- a. executing a simulation model comprising a plurality of model entities selected from the group consisting of instrument entities and outcome entities;
 - b. displaying the values of selected model entities;
 - c. presenting an in-context description of each outcome entity and the method used to compute said outcome entity's value, wherein a learner may use an interface control or clickable object for any outcome entity referenced or represented, at the locations at which it is referenced or represented, to thereby obtain said description;
 - d. automatically presenting qualitative descriptions of one or more state changes in the simulation, based on specific occurrences in said simulation; and

- e. providing a means for a learner to control a selected instrument entity, wherein each instrument entity excluded from learner control is controlled by a selected automated agent, wherein each automated agent is a pre-programmed algorithm that accesses the state of the simulation and strategically controls said instrument entity.
35. The method according to claim 34, wherein the learner controls the selected instrument entity by selecting values or by delegating the selection to an automated agent.
36. The method according to claim 34 further comprising providing algorithmic details in said description of the method of computation.
37. The method according to claim 34 wherein the simulation model provides a plurality of different problem scenarios and allows the learner to control one set of instrument entities in one problem scenario and to control a different set of instrument entities in another problem scenario.
38. [CHANGED] The method according to claim 34, further providing a development tool that a designer may use for defining model entities, properties, and simulation components.
39. The method according to claim 34, further transmitting the simulation model through a network.